

CLAIMS

What is claimed is:

1. A system for enabling components to transfer data between each
5 other, the system comprising:
a first component having a universal data transfer interface; and
a second component invoking the universal data transfer interface
to use a data transfer session object to transfer data between the first component
and at least one of the components.
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2. The system as set forth in claim 1 wherein the at least one of the
components comprises the second component or a third component.
3. The system as set forth in claim 1 wherein the at least one of the
15 components sends the data transfer session object to the first component to be
used by the first component for receiving data transmitted from the at least one of
the components.
4. The system as set forth in claim 1 wherein the at least one of the
20 components receives the data transfer session object from the first component to
be used by the at least one of the components for receiving data transmitted from
the first component.
5. The system as set forth in claim 1 wherein the universal data
25 transfer interface and the data transfer session object have source-specific object-
oriented mobile code that can be interpreted and performed by the first component
or the at least one of the components to receive data.
6. The system as set forth in claim 1 wherein the data transfer session
30 object comprises instructions for enabling the first component or the at least one
of the components to negotiate with each other to transfer data, for selecting a
communications protocol to use to transfer data between each other based upon a

type of data being transferred or for selecting a transfer medium to use to transfer data based upon the type of data.

5 7. The system as set forth in claim 1 wherein data transfer ceases upon the first component or the at least one of the components failing to renew a data transfer lease or indicating that the data transfer has completed or failed.

10 8. A system for enabling components to transfer data between each other, the system comprising:
 a first component having a first universal data transfer interface;
 a second component having a second universal data transfer interface; and
 a third component invoking the first universal data transfer interface and the second universal data transfer interface to use a data transfer session object to transfer data between the first component and the second component.

15 9. The system as set forth in claim 8 wherein the third component sends the data transfer session object to the first component to be used by the first component for receiving data transmitted from the second component.

20 10. The system as set forth in claim 8 wherein the third component sends the data transfer session object to the second component to be used by the second component for receiving data transmitted from the third component.

25 11. The system as set forth in claim 8 wherein data transfer ceases upon the first component or the at least one of the components failing to renew a data transfer lease or indicating that the data transfer has completed or failed.

30 12. A method for enabling components to transfer data between each other, the method comprising:

invoking a universal data transfer interface to obtain a data transfer session object; and

using the data transfer session object to transfer data between a first component and at least one of the components.

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13. The method as set forth in claim 12 wherein the at least one of the components comprises the second component or a third component.

10 14. The method as set forth in claim 12 further comprising sending the data transfer session object to the first component to be used by the first component for receiving data transmitted from the at least one of the components.

15 15. The method as set forth in claim 12 further comprising receiving the data transfer session object from the first component to be used by the at least one of the components for receiving data transmitted from the first component.

20 16. The method as set forth in claim 12 wherein the universal data transfer interface and the data transfer session object have source-specific object-oriented mobile code that can be interpreted and performed by the first component or the at least one of the components to receive data.

25 17. The method as set forth in claim 12 wherein the data transfer session object comprises instructions for enabling the first component or the at least one of the components to negotiate with each other to transfer data, for selecting a communications protocol to use to transfer data between each other based upon a type of data being transferred or for selecting a transfer medium to use to transfer data based upon the type of data.

30 18. The method as set forth in claim 12 further comprising ceasing data transfer upon the first component or the at least one of the components failing to renew a data transfer lease or indicating that the data transfer has completed or failed.

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19. A method for enabling components to transfer data between each other, the method comprising:

invoking a first universal data transfer interface and a second
5 universal data transfer interface;

obtaining a data transfer session object from one of the invoked
first universal data transfer interface or the second universal data transfer
interface; and

using the data transfer session object to transfer data between a first
10 component and a second component.

20. The method as set forth in claim 19 further comprising sending the
data transfer session object to the first component to be used by the first
component for receiving data transmitted from the second component.

21. The method as set forth in claim 19 further comprising sending the
data transfer session object to the second component to be used by the second
component for receiving data transmitted from a third component.

22. The method as set forth in claim 19 further comprising ceasing data
transfer upon the first component or the at least one of the components failing to
renew a data transfer lease or indicating that the data transfer has completed or
failed.

23. A computer readable medium having stored thereon instructions for
enabling components to transfer data between each other, which when executed by
one or more processors, causes the processors to perform:

invoking a universal data transfer interface to obtain a data transfer
session object; and

using the data transfer session object to transfer data between a first
30 component and at least one of the components.

24. The medium as set forth in claim 23 wherein the at least one of the components comprises the second component or a third component.

25. The medium as set forth in claim 23 further comprising sending the data transfer session object to the first component to be used by the first component for receiving data transmitted from the at least one of the components.

26. The medium as set forth in claim 23 further comprising receiving the data transfer session object from the first component to be used by the at least one of the components for receiving data transmitted from the first component.

27. The medium as set forth in claim 23 wherein the universal data transfer interface and the data transfer session object have source-specific object-oriented mobile code that can be interpreted and performed by the first component or the at least one of the components to receive data.

28. The medium as set forth in claim 23 wherein the data transfer session object comprises instructions for enabling the first component or the at least one of the components to negotiate with each other to transfer data, for selecting a communications protocol to use to transfer data between each other based upon a type of data being transferred or for selecting a transfer medium to use to transfer data based upon the type of data.

29. The medium as set forth in claim 23 further comprising ceasing data transfer upon the first component or the at least one of the components failing to renew a data transfer lease or indicating that the data transfer has completed or failed.

30. A computer readable medium having stored thereon instructions for enabling components to transfer data between each other, which when executed by one or more processors, causes the processors to perform:

invoking a first universal data transfer interface and a second
universal data transfer interface;

obtaining a data transfer session object from one of the invoked
first universal data transfer interface or the second universal data transfer
5 interface; and

using the data transfer session object to transfer data between a first
component and a second component.

31. The medium as set forth in claim 30 further comprising sending the
10 data transfer session object to the first component to be used by the first
component for receiving data transmitted from the second component.

32. The medium as set forth in claim 30 further comprising sending the
15 data transfer session object to the second component to be used by the second
component for receiving data transmitted from a third component.

33. The medium as set forth in claim 30 further comprising ceasing
data transfer upon the first component or the at least one of the components failing
to renew a data transfer lease or indicating that the data transfer has completed or
20 failed.